TARGET MANUAL

Jerry L. Patterson / Eddie Olsen

TARGET (R)
TABLE RESEARCH GRADING & EVALUATION TECHNIQUE

COURSE MANUAL

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Jerry Patterson's Blackjack Clinic
One Britton Place
Voorhees, New Jersey 08043
Outside New Jersey 1-800-257-7130
In New Jersey 1-609-772-2721

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TARGET-INTRODUCTION

TARGET seems outlandishly simple. But this is why it is so effective; its simplicity. Do not be misled by its simplicity. It is taxing and sometimes even grueling. You will be confronted with a moment of truth inside a casino when it is your turn to select a table based on what you have learned in this course. At that point, you will realize that table selection is the most important decision you make when you play blackjack. Table selection is a skill that you can acquire and develop with patience.

TARGET has been described as a table selection method. It is more than that. You will sometimes be evaluating the composition of the cards and, in some cases, be playng off the dealer's shuffle.

The beauty of TARGET is that it is adaptable to any game the casinos can offer. You will be playing biases as they develop and there are no counter-measures against biases.

TARGET will require a great deal of self-discipline, patience, self-control, the ability to admit that you made a mistake, stamina and skills in making accurate interpretations as well as quick decisions.

You will seldom play a dealer one-on-one. You will never open a shoe game. Instead, you will use all the players, dealers and pit bosses to your benefit inside the casino; it will be as if you have your own team every time you enter a casino.

Since December, 1981, I have had an 80 percent success rate in Atlantic City. This figure is somewhat misleading; it should have been higher. There were times when I chose to play "the best table available" instead of making every table meet my criteria. I no longer play this way. If I do not find a table that meets my criteria, I do not play.

With TARGET, you will assess the most recent performance of each table as if it were a racehorse or an offering on the New York Stock Exchange.

DEFINITION OF A TABLE BIAS

TARGET is based on a simple premise: It is not economically possible to randomly shuffle six decks of cards, eight decks of cards or even one deck of cards. A non-random shuffle means that any given card does not have the same chance as any other card of being dealt off the top of the pack. A non-random shuffle means that clumps of cards come together in a shoe and may be perpetuated from shoe to shoe. These clumps may benefit the dealer or the player. For example, all card counters know that clumps of 10s, face cards and aces benefit the player. This is because the player has a better chance of getting a blackjack with a 3 to 2 payoff and the dealer has a better chance of breaking on a stiff hand because he must hit his hand as long as he has 16 or less. Other clumps of cards benefit the player if they are out of the game such as 7s and 5s.

Biases occur in either a shoe or single deck game. Some biases are caused by clumps and others are caused by card flows or card patterns. The knowledgeable player detects and exploits these biases that favor him or her.

The TARGET player is a tough, "street style" blackjack player and only plays when conditions meet his criteria.

TARGET represents a breakthrough in blackjack systems technology. It is a highly profitable technique against which there are no known or anticipated casino counter-measures. The only defense the casinos have is the fact that most players do not possess the patience to scout for biased tables. Do you?

BLACKJACK TABLE GRADES

* A Dealer-Breaking Table: Peter A. Griffin of California State University and author of The Theory of Blackjack puts the probability of the dealer breaking at 28 percent (28 times out of 100 hands). He also says that a characteristic of dealer-breaking shoes are a shortage of certain denominations explained later in this text. A dealer-breaking shoe, then, is when the dealer breaks in excess of 28 percent.

* A Player-Biased Table: One in which the players (at least 50 percent of tthe players at the table), not the dealer, win the majority of the hands.

* A Neutral Table: One in which the players and the dealer seem to play even and the running count or the flow of cards shows little variation.

* A Dealer-Biased Table: Mathematically, the most common. The dealer is supposed to win 52 to 55 percent of the hands.

* A Player-Breaking Table: One that is characterized by the dealer showing an excessive number of 10s and Aces while the players' hands seem to follow a pattern of big card, small card, big card.

* A Trending Table: A table alternating, usually between two of the above five grades. Usually associated with the single-deck or hand-held games of the Nevada casinos.

BIASES AND CLUMPING

No casino in the world can afford to produce a random shuffle -- whether it be a single-deck game or an eight-deck game. A random shuffle would simply cost a casino too much revenue.

It has been proven that it would take at least 28 shuffles with a single deck of cards to create a random shuffle. Can you imagine how many shuffles it would take to create a random shuffle in either a six or an eight deck game?

A random shuffle simply means that any card has the same chance of being dealt off the top of the pack. But even if there were such a thing as a random shuffle, the game would still have a bias favoring either the house or the players that a TARGET player could take advantage of. The non-random shuffle means that there's a good possibility that the bias will be

perpetuated from one shuffle through the next.

There are two major forms of biases:

Card-Flow Bias -- This is a fragile bias that can often be disrupted with the addition or departure of a single player; a card-flow bias is one in which there seems to be a general trend in the game favoring either the players or the house. Card-flow biases sometimes create mirages: The table seems to be a TARGET table, but the game deteriorates as soon as the number of hands change.

Clumped-Card Bias -- This bias is created by the clumping of several denominations and, according to the mathematics of card withdrawal, stands up to the addition or departure of a player. The clumping of key denominations in three areas will generally lead to excessive dealer-breaking activity.

The three areas are:

1. High range: Aces only.

2. Middle range: Fours, fives or sixes.

3. Neutral range: Sevens or eights.

EXPERIMENT: Take six or eight decks at home and remove 50 percent of the aces, 50 percent of the fives and 50 percent of the sevens. Then deal out a full shoe of hands to imaginary players as well as an imaginary dealer. The game should produce consistent, excessive dealer-breaking activity (more than 28 percent) although there may be excessive player-breaking activity from time to time as well.

Most casino shuffles and washes are designed to create and perpetuate LIKE-CARD clumping:

10, 10, 9, 9, 10, A, 10, 8, 10.

6, 5, 8, 4, 5, 9, 7, 8, 4, 6, 5.

3, 4, 5, 6, 5, 5, 5, 6, 6, 6, 7.

This is the kind of game you want to avoid even though there may be clumps of the three key areas we discussed earlier: Aces high-range, middle range and neutral range. What makes this kind of clumping undesireable is the concentration of 10s. When the distribution of 10s exceeds 41 percent, dealer-breaking activity begins to decline.

THE WASH AND THE SHUFFLE

The casino "wash" is when fresh cards are removed from sealed packages and introduced into play through a predetermined procedure. Many of the casino washes have a tendency to establish certain kinds of clumping, usually like-card clumping, that will remain a characteristic of the game for prolonged periods because of non-random shuffling. Elaborate washes and shuffles were designed by all casinos in Atlantic City, N.J., when the courts ruled they could not ban card-counters as of September 15, 1982. Despite an open climate, the industry tablehold in blackjack for 1983 in Atlantic City

was 17 percent.

Let's examine some basic shuffles:

Strip-Shuffle -- Stripping is so-named because the dealer strips sections out of the middle and top of the deck simultaneously. The most unfavorable kind of shuffle, particularly in the single-deck game. Stripping has a tendency to alter the game drastically. Stripping contributes to poor quality biases and shorter duration biases. Stripping is performed by the dealer by holding about one deck of cards in the left hand during the shuffle process. Small clumps are removed (stripped) from this deck (top, middle or bottom) and placed on the table as a stack is built up. This process is repeated throughout the shuffle.

We are not saying do not play at tables where stripping takes place. But be wary of the game and be ready to depart quickly if the bias begins to deteriorate.

Single deck games are especially vulnerable to stripping. The best games in Vegas are in casinos with minimal to no stripping.

Stutter-Shuffle -- This is when cards that have already been shuffled are reshuffled into another area of the deck. The stutter-shuffle is satisfactory if the dealer makes large picks (one-half deck or more) and unsatisfactory wwth small picks (one-quarter of a deck or less).

Zone-Shuffle -- This is characteristic of a shoe that is broken into four or more stacks. Generally the same zones or sections of the shoe will be reshuffled unless there has been a drastic cut.

Super-Shuffle -- Three clean, crisp shuffles with large picks (one-half deck or more). Chances are good the bias from the previous shoe will be perpetuated again and again with this kind of shuffle.

TABLE GRADING FACTORS

Do do not use a numerical system in selecting a game. Use the point values on the factors chart as a rule of thumb only and until you get some experience. Numbers have been assigned to the following factors only to stress individual significance. Based on the following numbers, you would sit down on a numerical value of 10, but it would take a numerical value of 15 to keep you in the game. Use the A factors to select and the B factors to confirm your selection.

TARGET TABLE GRADING FACTORS

A. FACTORS (Selection)	POINTS	DOCUMENTATION CODE
1. Player's Average Bet Size (1/2 or more are multiple units)	6	A1
2. Player's chips (2/3rds are winning)	4	A2
3. Integrity of the game	3	A3
4. Stability of the game	3	A4
B. FACTORS (Confirmation)		
1. Continuous Play	4	B1
2. Player or Dealer Feedback ("How are you doing")	3	B2
3. Presence of floor Personnel	3	B3
4. Player's Disposition (Notice their eyes)	3	B4
5. Current Toking	2	B5
6. Chips in Tray	1	B6
7. Toke Box	-	B7
8. Dealer Body Language	-	B8

Let's discuss the more important of these factors.

Player's Average Bet Size: One-half or more of the players must be betting in multiple chips before you assign this factor 6 points. Otherwise, zero.

Player's Chips: If two-thirds of the players are winning, you assign this factor 4 points. Otherwise zero. You must learn to evaluate buy-ins to determine whether or not a player is winning. Average buy-in amounts vary with the table minimum bet as follows:

$2 or $3 minimum: $20 to $50

$5 minimum: $100

$10 minimum: $200

$25 minimum: $300 to $500

$100 minimum: $500 to $2000

The above amounts should be used as a rule of thumb only. You will learn to grade each table as an independent event. Use the observation drill found later in this manual.

Integrity of the Game: It takes a few hands to evaluate the Integrity so sometimes you will do this after sitting down. Good Integrity is things happening the way they're supposed to; the dealer breaking on stiff hands, players catching 10s to their double downs, etc. Bad Integrity is dealer drawing to 3, 4 or 5 card standing hands; players catching small cards to their double downs, etc. Assign either 3 points or zero.

Stability of the Game: This is an extremely important factor that is oftentimes overlooked.

You want a game with relatively little turnover. Winning players will not leave a table so look for signs that they have been there for a while such as full ashtrays for the smokers.

Stability is also important in maintaining a bias. Biases last longer at stable tables. All of our data regarding table biases of one hour or more indicated little or no player turnover.

Stability is also related to the B factor, "Continuous Play" (see below). Take 3 points or zero. If you are in a stable game and the bias is working for you, your objective is to maximize the duration of the bias. You can do this by maintaining the stability of the game or the number of hands being dealt. If someone leaves the game and you have the option, play a second hand. Discourage anyone from entering a game until the shoe is over. Try to maintain the same number of hands being dealt.

I am not saying that the addition or subtraction of another player will ruin your bias. In a clump card bias, it will not. But in a card flow bias it may. We do know that stable games generally last longer and are more profitable. So it doesn't hurt to maintain that stability no matter what type of bias you are playing.

Continuous Play: Confirmation factor applies especially to $25 minimum games. You need to know how long the table has been open and how long the cards have been in play. Many $25 tables open and close periodically during off-peak periods. If the cards have been in play for less than 2 hours at these tables, your other factors are very difficult, if not impossible to accurately assess.

Player or Dealer Feedback: An important confirmation factor. The other players and sometimes the dealer can provide you with invaluable information about whether or not the table is winning or losing. Ask them.

Presence of Floor Personnel: Use the pit personnel to help you find winning tables. They spend much more time watching winning tables than they do

losing tables.

Player's Disposition: You can glean a lot of important confirmation data by just observing the players at the tables. Winning players are much happier than losing players.

In evaluating player disposition, however, notice whether or not the players are drinking a lot. Alcohol provides a false sense of "feeling good" even when the players are losing. Average bet sizes also do not mean nearly so much if a player is drinking a lot and is playing "loose".

Current Toking: Losing players do not toke. Winners do. An important confirmation factor.

Chips in Tray: Empty chip trays are of interest to us from a historical standpoint. This factor doesn't indicate a current bias but it may confirm a trend or a powerful long term bias if the other factors are present.

Toke Box: Similiar to above. Should be used as historical data only.

Dealer Body Language: Subtle mannerisms such as reaching for your bet as he lays a third card on your hand before seeing what the third card is may suggest a strong dealer biased table.

QUESTIONS TO ASK YOURSELF ABOUT THE TABLE

1. Are any of the "A" factors on the verge of changing?

2. Is there current winning?

If the answer to Question 1 is yes -- i.e., a player seems to be ready or preparing to leave the game -- the game is probably beginning to fall apart.

If the answer to Question 2 is no, the game is probably beginning to fall apart.

If the answer to Question 1 is no and the answer to Question 2 is yes, enter the game with confidence.

HOW TO SCOUT AND SELECT A TABLE

Scouting is a skill that you will develop and acquire with practice patience and experience.

The Procedure

Generally, check the factors in this order:

1. The average bet size. The most current data on the table.

2. Chips in front of the players. Determine the number of winning players vs. the number of losing players.

3. Disposition of the players.

4. Integrity of the Game.

5. The remaining factors, including the confirmation indicators. If you have your 10 points, grab a seat at the table. Then use the B factors to confirm. Remember, it takes 15 to stay.

Points to Remember

Keep a Fresh Eye. Look at every situation as if you are seeing it for the first time. If you do not find a favorable situation inside a casino or club, leave that establishment immediately. Do not linger; keep a fresh eye.

Document All Tables You Play. Our most successful students have learned that documentation of selected tables enhances subsequent casino sessions. Over a period of time, your records will show that tables with three or four factors present are not as profitable as tables with eight or nine factors. Consider the time spent on paperwork as a long-term investment.

Conserve Your Energy. Size up each table as quickly as possible. A methodical approach will drain your energy down the stretch.

Look for Balance. The more balance that is evident in the average bet size of multiple units and the chips in front of the players, the stronger the bias. Also look for balance in the disposition of the players. BALANCE CAN REALLY BE CONSIDERED AS A TARGET SUPERFACTOR!

Be Specific. When sizing up a table, feed your brain specific information. "A lot of chips on the table" is not specific information. A better approach: There is about $1,500 in front of the players.

A Building Table

A building table is not easy to determine because the factors are not readily apparent. The players' chips, for example, will not indicate substantial winnings and the dealer's tray may be loaded.

The best clue to a building situation is the average bet size. At a $5 table, multiple-unit betting of $10 or more among the majority of the players reflects confidence in the game, providing the players are not "chasing" their bets. The average bet size always requires interpretation.

Stability of the game is another factor to look for in a building situation. Players who have just started to win will not leave a tale under normal circumstances and will even be reluctant to ask for a marker to visit a restroom.

Involuntary feedback may provide clues: "My first blackjack." "I didn't double down because I drew a deuce last time." " Where did all the tens come from?" Comments from the players may be a clue to a change in the bias.

The Integrity of the game will be reasonably solid, and the players may begin to toke the dealer.

A Deteriorating Table

You can generally correlate a deteriorating situation with a building table. For example, the average bet size and the chips in front of the players will be just the opposite in these situations. Study this chart:

	Building Table	Deteriorating Table
Average Bet Size	Multiple units	Single unit
Chips in front of the players	Do not reflect winnings	Indicates winnings
Disposition of the players	Pleased, happy	Serious, somber
Integrity of the game	Strong	Weak or nebulous
Player Feedback	Favorable	Unfavorable
Toking	Some	None

In both instances, the disposition of the players should be a guide although, remember, the presence of alcoholic beverages may necessitate an interpretation.

A final word of advice: Never wait to win, never stay to lose.

TABLE DEPARTURE

Once you have awarded a table 15 or more points, continue to evaluate the table throughout each shoe.

Leave the table immediately when:

You have reclassified the table as neutral, dealer-biased or player-breaking.

Leave the table immediately after your next loss when:

You are no longer able to award the "Integrity of the shoe" three points.

If, according to your assessment, the Integrity of the game is favorable and the table qualifies as either a dealer-breaking or player-biased situation, but you still are not winning, immediately reduce your bet size to one unit, disregarding the other factors, and continue to play until your win stack reflects a three-bet downswing. If, at this point, you still seem to be in a "losing zone", leave the table.

For more details on table departure, see section on TARGET Money Management.

OBSERVATION

Your success with TARGET is dependent upon your perception: The awareness or the process of becoming aware, of objects, persons, relations, or qualities by means of the senses and under the influence of previous experiences.

Learn to observe or see. In TARGET, to see means a good deal more than merely looking with the eye. You must develop your powers of observation in order to determine whether a player is a winner or a loser. You do this by learning to evaluate how much he or she has bought in for.

For example, a non-TARGET student approaches a $5 blackjack table and sees two players sitting at opposite ends and five empty seats and a middle-aged female dealer. The non-TARGET student, a male, passses this table because he is looking a young, female dealer.

A TARGET student, however, might see the same situation in the following scenario:

* A white-haired man at first base is betting three units ($15).
* A middle-aged black woman at third base is betting two units ($10).
* The white-haired man has $200 in red chips and $50 in green chips in front of him.
* The middle-aged black woman has $80 in red chips in front of her.
* One deck of cards is in the discard tray.
* The value of the cards on the table is plus three.
* The dealer is showing a 6, turns over a 7 and draws a 9. She breaks.
* The white-haired man is wearing a blue sweater and a gold Seiko watch on his left wrist. You interpret his buy-in at $100 and make an assumption that he has won $150.
* The middle-aged black woman is wearing an orange raincoat that is at least five years old. You estimate her buy-in at $50 and make an assumption that she is $30 ahead.
* The dealer's chip tray needs replenishment of red ($5) chips and a yellow fill order is on the table to the right of the dealer.
* The white-haired man's next bet is $25 (five red chips) and the black woman has put $15 into her betting circle.
* A pit boss glances at the table, approaches it and stops to watch.
* The running count goes to plus 12 and the dealer once again breaks.

The TARGET player would sit down at this point. Through his own powers of observation, the TARGET player has detected a bias that is favorable to the player. Observation and perception are vital skills --- ones that can be developed or improved --- in the application of TARGET.

In assessing a game, it is not enough to simply notice the chips. You

must also assess the quality of the game: its integrity as well as its stability. In assessing people playing the game, it is not enough to observe the obvious: their sex, mannerisms, etc. Oftentime, you must make observations so detailed that you can calculate their economic worth.

The Walking Camera Drill

Envision yourself as a two-legged camera. Inside a restaurant, airport, bus terminal, supermarket, casino or even at work, focus upon an individual and begin taking mental notes. First notice the obvious: sex, age, race, height, weight, type and color of clothing, shoes, jewelry, etc.

Then, focus on the not-so-obvious characteristics: the shape of the person's face (almond-shaped), bone structure, skin complexion, etc. Go after the most minute details like moles or blemishes, black hairs on ear lobes, the shape of the person's ear lobes, peach fuzz on the back of hands and so on.

Notice not only the color of a person's eyes but also whether or not the eyes are clear or bloodshot. Characterize their facial expressions and make an assumption: Are they happy or unhappy? Look for clues to their names: a woman's name or initials are sometimes on her jewelry or blouse or wallet. Sometimes a man's name or initials are on an attache case or belt buckle or cigarette lighter.

Try the Walking Camera Drill with your spouse or a friend and make a game out of it. Award one point for each obvious observation such as sex, race or hair color. Award five points for each not-so-obvious observation such as contact lens or artificial hair. Award 25 points if you can determine the subject's name or profession. Have your spouse or friend confirm each observation as you make them and keep score. Take turns.

By sharpening your observations skills you will be enhancing your TARGET scouting abilities. You must learn to assess whether players are winners or losers. You assess their buy-in amount against the total chips in front of them.

TARGET PRACTICE

1. Choose three tables at random and document them. Indicate whether or not any are playable.

2. Scout for and find a table where the pit boss is present. Are the players winning? Document this table.

3. Scout for and find a table where the players are exuding good dispositions (the majority). Are the players winning? Document this table.

4. Visit a casino where the cards are changed at the beginning of the second shift. Watch the wash and first shuffle. Watch the first shoe. Are the players winning or losing? Comment on the Integrity on your documentation record.

5. Scout for and find a table where the majority of the players are betting multiple units. How many of these players are winning? Do

you see any identifyable buy-ins? Ask one of the players how the table is doing. Grade and document the table.

6. Scout for and find a table where the majority of the players are winning. Document the number of winners and losers. Are there any identifyable buy-ins? How many are betting multiple units? Grade and document the table.

7. Find a friendly looking pit boss or floor person. Ask him or her if there are any "dumping tables" that they could steer you to. What is the reaction?

8. Scout for and find a strong dealer-breaking or player-biased table. If the table is not full, sit down and play. Document your result. If the table is full and one person is playing two hands, ask that person, nicely, if you may play the second hand. What is the response? If seven players are at the table, ask the one with the most winnings or the one with bet size closest to what you would bet if you may bet on their hand. What is the result?

9. Visit any casino with excessive stripping and notice the stripping. Scout for and find a player-biased game. Note how long it lasts. Did it last through the shoe and into the next? Document the table.

10. Scout for and find a winning table with strong balance. Play the table and document your result.

11. Find a winning table that is near the end of the shoe. Watch the shuffle. Notice the size of the "pick". If the picks are 1/2 deck or more, you would expect the bias to last into the next shoe. Did this happen? If the picks are less than 1/2 deck, did the bias disappear in the next shoe?

TARGET AND CARD COUNTING

TARGET works better if it is used in conjunction with card counting techniques. But traditional card counting methods must be adapted to TARGET.

Card counters will no longer use the count to select and depart from tables; use the Selection and Confirmation Factors instead. Contrary to traditional card counting methods, you will find yourself betting up on negative counts. You can understand why this is done if you remember what a negative count means. It means that the high cards are coming out. This trend of higher negative counts may persist if a clump of high cards is present.

The count is still useful for playing the hand and grading the Integrity of the game. It can also be used to make the betting decision, although this is not nearly so important with TARGET because so few hands actually present high count betting opportunities (in a shoe game).

The count can be used to grade the Integrity by asking the question: Is this supposed to happen? For example, if the dealer pulls a four or five card 21 on a high negative count, this is not necessarily a mark against the Integrity of the game because you would expect it to happen.

We have found that card counters possess a solid understanding of the game and the required discipline to make TARGET work. Winning card counters seldom have a problem in converting to TARGET. Although TARGET works well without counting, we recommend that all of our students become thoroughly acquainted in card counting methods. It is not always possible to find biased tables. With a controlled table departure decision, card counting techniques can be employed to beat a neutral table or even a dealer biased table. But remember, never play at a player breaking table and use your TARGET factors to get you away from a losing table even when the count is high!

TARGET MONEY MANAGEMENT

There are three types of betting methods that have been developed for use with TARGET. These are listed below together with their recommended use by type of player.

1. Flat Betting - Disciplined, serious players (counters and non-counters).

2. Betting with the Count - Counters only.

3. Progressive Betting - High Rollers, junket players, "action players".

There are specific pros and cons to be considered when deciding which of these methods to use. Please review the following paragraphs carefully to determine which method is best for you. If you are uncertain, ask your Instructor or call Jerry Patterson or Eddie Olsen.

Flat Betting

Flat betting means betting the same amount on every hand. Flat betting works for TARGET players because we expect to win a majority of the hands played. To give you an example of how flat betting works, let's take an example. Let's assume that your advantage is about 4 percent (empirical studies have shown that the TARGET advantage varies from 1 percent to 8 percent depending upon the relative strength of the bias). A 4 percent advantage means that you're winning about 52 bets and losing 48 out of each 100 bets made -your profit is 4 bets out of 100 bets made. The TARGET player is making about 20 bets per hour of scouting and is winning about one bet per scouting hour (taking into account double downs, splits and blackjacks).

The definition of a bet and the definition of a unit are central to your computation of expected hourly profit. To determine your unit size, you divide your bankroll by 100, 200 or 500 depending upon your element of risk, your degree of experience in grading tables and the relative strength of the table bias.

Your flat bet size should start with 2 units (dealer-breaking tables) or 1 unit (player-biased tables) and then increase as certain objectives are achieved. Essentially, we are flat betting to a plateau. When we reach that plateau or objective, our flat bet is increased (the specifics are in the betting tables).

In a hypothetical $1,000 bankroll, let's assume that you divide by 200 to compute a unit size of $5. Your bet size is therefore 2 units or $10. Your hourly profit is about $10 assuming that you never reach a plateau (which, of course, is not the case). In a typical 4-hour session your bet size should average at least $15 so your expected hourly profit should average at least $15. Double this to $30 per hour if you divide your bankroll by 100 instead of 200.

The Flat Betting Technique described on the following pages is recommended for serious TARGET players. By serious, we mean players who are only playing player-biased or dealer-breaking tables. This method is highly recommended and for the majority of TARGET players. It will yield a much higher profit than the progressive techniques documented below. Card counters should use this technique when the count is neutral or negative. Many counters choose to bet in this fashion regardless of the count and this is certainly an acceptable approach.

Flat Betting Money Management Betting Schedule (Aggressive)

Bankroll	BR/100 Unit	Player Biased Bet Size (1 unit)	Dealer Breaking Bet Size (2 units)
100	1	$ 1	$ 2
300	3	3	6
500	5	5	10
1,000	10	10	20
2,000	20	20	40
3,000	30	30	60
4,000	40	40	80
5,000	50	50	100
6,000	60	60	120
7,000	70	70	140
8,000	80	80	160
9,000	90	90	180
10,000	100	100	200

Betting

1. Always bet the table minimum for 2-3 hands when confirming Integrity.

2. Bet 1.0 unit for player-biased game.

3. Bet 2.0 units for dealer-breaking game.

Departure

Once the game becomes choppy or neutral and you lose 2 hands in a row, base the decision on whether you'll play another hand on how severe the Integrity has deteriorated.

EXAMPLE: You've pushed several times.
You had 17, dealer showed 6, turned over 3, drew a 7 then a 4.
You had A,A, dealer had blackjack!

The Integrity is gone and you should depart.

Should you feel that you were "just" beaten and the Integrity is still there, revert back to the minimum table bet while you re-confirm.

When to Increase Your Flat Bet or Depart

This procedure is easily handled by keeping a WIN stack of chips by your right hand, and a LOSS stack of chips by your left hand. Think of left-for loss and right-for-right-on (or win). Both stacks can never accumulate more than 3 chips each.

RULES: 1. When you lose a hand, add a chip to the LOSS stack.

If you accuulate 2 chips in the LOSS stack, you must decide if you'll play another hand as described in the DEPARTURE section.

If you decide to play the third hand and lose, or decide not to play the third hand, you depart.

2. When you win a hand and the LOSS stack is empty, add a chip to the WIN stack.

If you accumulate 3 chips in the WIN stack, remove all 3 chips and RAISE your flat bet by 25 percent of your current table bet.

3. When you win a hand and the LOSS stack is not empty, remove 1 chip from the LOSS stack.

4. Never remove a chip from the WIN stack.

Summary

*** Each stack can accumulate a maximum of 3 chips.

*** To raise your flat bet by 25 percent, you must accumulate 3 chips in the WIN stack.

*** You depart when you accumulate 3 chips in the LOSS stack.

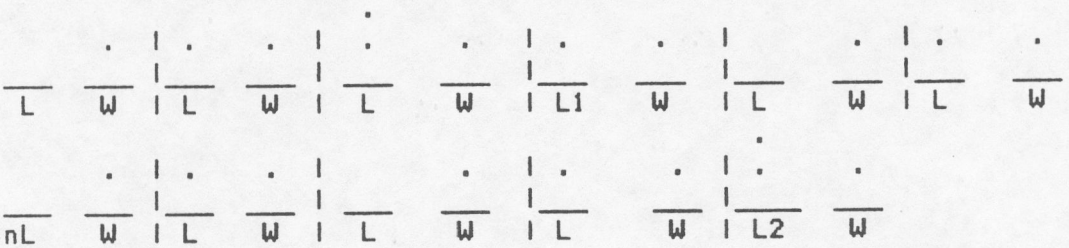
NOTE: If you play a third hand after 2 losses in a row and win, you would keep playing. However, should you be confronted with another 2 losses in a row without having ever raised your flat bet in between

these events, DEPART!

Example 1

Consider the win-loss combination: W,L,L,W,W,L,W,L,W,L,L

The WIN-LOSS Stacks are shown below. Note that both LOSS(L) and WIN(W) stacks are shown for each W and L in the above sequence.

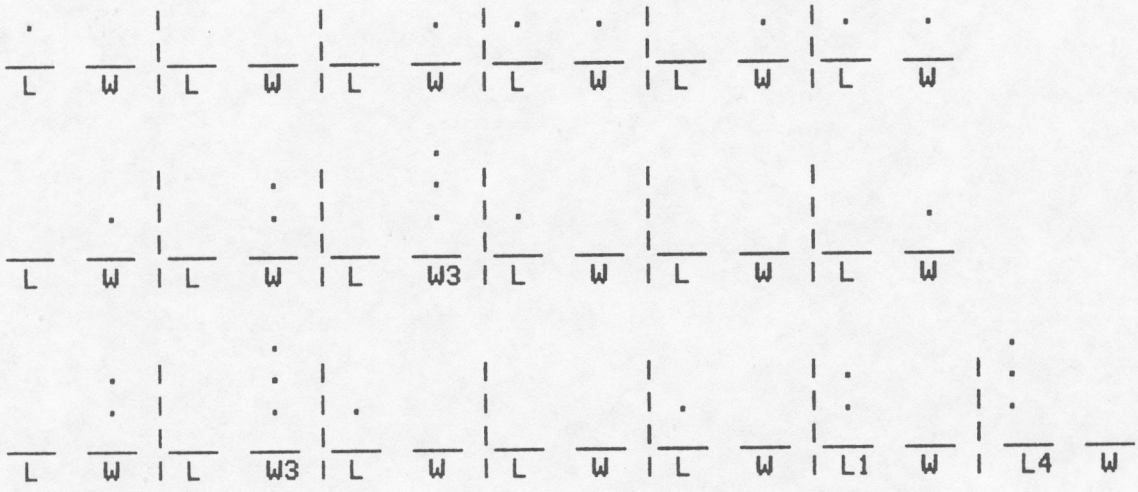


TARGET TIP: Always revert to a one unit bet after the shuffle. Reconfirm that the bias is still there. Then resume betting according to the flat betting plateau you have reached.

EXAMPLE 2

Consider the WIN-LOSS combination: L,W,W,L,W,L,W,W,W,L,W,W,W,W,L,W,L,L,L

The WIN-LOSS stacks look like the following:



1. We consider departure, but decide to stay.
2. We consider departure, and since we haven't raised our flat bet, we depart.
3. We have 3 chips in our WIN stack, so we raise our flat bet 25 percent.
4. We have 3 chips in our LOSS stack, so we depart.

Maximum Bet

Never bet more than 8 percent of your bankroll. E.g. Bankroll equals $1,000; maximum bet is $80.

Point to remember about Flat Betting

After the shuffle, reduce your flat bet to the table minimum and reconfirm the bias, (2 or 3 hands). Then revert to your former plateau with the 3 chip stop loss technique.

Betting with the Count

Many TARGET players who are also card counters do not use the count to bet -- they use the flat betting strategy described above. They continue to keep a count, however, and use it to play the hand and to assess the Integrity of the game.

You can continue to use the count for betting purposes but you must become much more aggressive because you have a bias working for you as well as the count.

Your betting schedule for betting with the count is shown in the table on the next page.

This chart is, from a traditional card counting point of view, a high risk betting chart. If the card counter is playing at a TARGET table, however, the chart is valid. If you are not playing at either a player-biased or dealer-breaking table, your bankroll requirements to make the same sized bets are shown in the second column.

The numbers shown in the table represent dollars per running count (RC) for each zone (Zone #). Each zone is further qualfied by decks in the discard tray for 8, 6, 4 and 1 deck games. RC indicates the minimum Running Count requirement necessary for increasing your bet.

The chart is divided into two parts. Part 1 shows betting values for the 8 and 6 deck games. Part 2 shows betting values for 4 and 1 deck games.

BETTING WITH THE COUNT

Part 1: 8 and 6 Deck Games

EIGHT DECK

Casino Bankroll (TARGET)	Casino Bankroll (Non-TARGET)	ZONE #: : DECKS RC(or more)	1 0-2 7	2 2-4 5	3 4-6 3	4 6-8 1
250	1,000		.50	1.00	1.50	2.50
375	1,500		1.00	1.50	2.00	3.00
500	2,000		1.00	1.50	2.50	5.00
750	3,000		2.00	2.50	4.00	7.00
1,000	4,000		2.00	3.00	5.00	10.00
1,250	5,000		3.00	4.00	7.00	13.00
1,500	6,000		3.00	5.00	8.00	15.00
1,750	7,000		4.00	6.00	9.00	17.00
2,000	8,000		4.00	6.00	10.00	20.00
2,250	9,000		5.00	7.00	12.00	22.00
2,500	10,000		6.00	8.00	13.00	25.00
3,750	15,000		9.00	12.00	20.00	35.00
5,000	20,000		12.00	15.00	25.00	50.00
6,250	25,000		15.00	20.00	35.00	60.00
7,500	30,000		20.00	25.00	40.00	75.00
10,000	40,000		25.00	30.00	50.00	100.00

SIX DECK

Casino Bankroll (TARGET)	Casino Bankroll (Non-TARGET)	ZONE#: DECKS: RC(or more)	1 0-2 5	2 2-4 3	3 4-6 2
250	1,000		.50	1.50	2.00
375	1,500		1.00	2.00	2.50
500	2,000		1.50	3.00	4.00
750	3,000		2.00	4.00	6.00
1,000	4,000		2.00	5.00	8.00
1,250	5,000		3.00	7.00	10.00
1,500	6,000		4.00	6.00	12.00
1,750	7,000		4.00	10.00	14.00
2,000	8,000		5.00	11.00	16.00
2,250	9,000		5.00	12.00	18.00
2,500	10,000		6.00	13.00	20.00
3,750	15,000		9.00	20.00	30.00
5,000	20,000		12.00	25.00	40.00
6,250	25,000		15.00	35.00	50.00
7,500	30,000		20.00	40.00	60.00
10,000	40,000		25.00	50.00	80.00

BETTING WITH THE COUNT

Part 2: 4 and 1 Deck Games

FOUR DECK

Casino Bankroll (TARGET)	Casino Bankroll (Non-TARGET)	ZONE #: DECKS: RC(or more)	1 0-1-1/3 4	2 1-1/3-2-2/3 2	3 2-2/3-4 1
250	1,000		1.50	2.00	4.00
375	1,500		2.00	3.00	6.00
500	2,000		2.50	4.00	8.00
750	3,000		4.00	6.00	12.00
1,000	4,000		5.00	8.00	16.00
1,250	5,000		6.00	10.00	20.00
1,500	6,000		7.00	12.00	24.00
1,750	7,000		9.00	14.00	28.00
2,000	8,000		10.00	16.00	32.00
2,250	9,000		11.00	18.00	36.00
2,500	10,000		12.00	20.00	40.00
3,750	15,000		18.00	30.00	60.00
5,000	20,000		25.00	40.00	80.00
6,250	25,000		30.00	50.00	100.00
7,500	30,000		35.00	60.00	120.00
10,000	40.000		50.00	80.00	160.00

ONE DECK

Casino Bankroll (TARGET)	Casino Bankroll (non-TARGET)	ZONE #: DECKS: RC(or more)	1 0-1/4 1	2 1/4-1/2 1	3 1/2-3/4 1
250	1,000		4.00	6.00	8.00
375	1,500		6.00	9.00	12.00
500	2,000		8.00	12.00	16.00
750	3,000		12.00	18.00	24.00
1,000	4,000		16.00	24.00	32.00
1,250	5,000		20.00	30.00	40.00
1,500	6,000		24.00	36.00	48.00
1,750	7,000		28.00	42.00	56.00
2,000	8,000		32.00	48.00	64.00
2,250	9,000		36.00	54.00	72.00
2,500	10,000		40.00	60.00	80.00
3,750	15,000		60.00	90.00	120.00
5,000	20,000		80.00	120.00	160.00
6,250	25,000		100.00	150.00	200.00

N

Progressive Betting

The Progressive Betting Method is not recommended for the serious TARGET player. By serious player, we mean one who only plays player biased or dealer breaking tables. This is because there is no reason, on these tables, to start betting small and increasing your bet as you win. After confirmation you have an advantage, so come out right away with your larger flat bet.

But we know for a fact that some high rollers, junket players and weekend action players do not have the patience to seek out the player-biased and dealer-breaking tables. They want action and they want it now! We are not criticizing this approach to gambling, but we must differentiate it from the more profitable approach.

Let us term this kind of player as the "Action Player" and discuss a progressive betting and money management approach that will satisfy his preference.

The Action Player will be playing at more tables than the serious player. This means that he will be playing at dealer biased tables (the most frequent type of table to be encountered) and neutral tables. The Action Player's objectives are to:

- Detect and exploit player biases as they occur at these tables;
- Bet in a way to minimize losses when not enjoying a player bias;
- Avoid at all costs the worst type of table - the player-breaking table.

There are two types of progressive betting systems for the Action Player:

1. Conservative: This is to be used when you are playing at a table without a player bias (neutral or dealer biased tables).
2. Normal: This is to be used when you have detected a player bias at your table.

We will have some further comments in the next section for the Action Players about Table Grading. Now, let's discuss each type of progression.

Conservative Progression (Neutral or Dealer Biased Tables

1 1 1 2 3 4 5 5 10 15 20 25 25 50 etc.

You will increase your bet on a series of wins according to the above progression. Any loss interrupts the progression and starts you over at 1.

The advantage of this progression is that you are risking less than half of what you have won on prior hands. In this way, if you should lose a double down or split hand, you haven't lost all your profits accumulated on this winning series.

To compute your unit size, divide your bankroll by 200 (aggressive/risky) up to 500 (extremely conservative/recommended).

You must remember that it is extremely difficult to win at neutral or dealer-biased tables. What you are hoping for is the emergence of a player-biased shoe. If this doesn't happen, you have no business staying at this table.

Set a stop loss of 6 units for this table if it takes you 30 minutes or more to lose the 6 units. If you lose the 6 units in less than 30 minutes, set one and only one more stop loss of 6 units. When you lose that, leave the table.

If you consistently find yourself placing bets of 5 units or more while still grading the table as neutral or dealer-biased, you may be in a "good zone." In this case, you should consider employing the Normal Progression discussed below.

Normal Progression

Normal Progression is short; there are only seven elements in the series, and the size of the numbers in the series, as well as the highest number, conform very closely to the advantage that the TARGET technique will procuce.

Here is the series:

1, 2, 3, 5, 7, 9, 11

You increase your bet to the next element in the series on each successive win. For example, if you win three times in a row, your fourth bet is five units. The numbers in the series represent betting units, and your betting units are defined as follows:

Bankroll Size	Betting Unit
$1,000	$ 5
$2,000	$10
. . .	. . .
$5,000	$25

You can easily see that your betting unit is equal to your bankroll divided by 200.

Your objective in betting according to this series is to progress up to the maximum bet. When you reach the maximum bet, you will continue betting the maximum until a loss. At that time, you should revert to starting a new series.

A series is terminated either on two successive losses or losing six units. If you use a paper and pencil you can figure out what a choppy table yielding a series of win, loss, win, loss, etc. will soon grind you out of six units. This is a neutral table and we do not want you using this series at neutral tables.

Table departure or downgrading to the Conservative Progression is executed when you have terminated two successive series.

When you double down or split pairs, I would recommend that you do not let the results of this hand influence your series. You have the advantage on doubling down or splitting pair decisions, so just assume it is either a

single loss or a single win in your execution of the series.

One final point about the execution of the series: after you have lost one hand, you reduce your bet by one unit and one unit only. For example, if you are betting five units and lose, your next bet would be four units. If you lose the next hand, you terminate the series. If you win the next hand, you resume the two unit increment on each successive win. For example, if you lose at five and then win the next three hands, your bets would progress as follows:

5	4	6	8
L	W	W	W

You can see the ease of computing the next bet in the series.

If you are playing at a dealer-breaking table, I recommend that you use one of the following series. The first series is the more conservative.

1, 2, 3, 3, 5, 8, 11, 14

1, 2, 4, 7, 10, 13, 16

For a dealer-breaking table, change your unit computation to Bankroll/100.

Let me reiterate one more time how to make a table departure or down-grading decision:

1. A choppy series is terminated on a six-unit loss;

2. The table grinds you down six units before you even get into your series; for example, you can lose six successive hands on a one unit bet;

3. Two successive series are terminated on two successive losses within the series.

Adjusting Your Unit Size

The size of the Action Player's betting unit will depend on the grades he or she assigns to the table. Let us reiterate the computation of unit size as it relates to the type of table and the progression system being employed.

Table Grade	Betting Progression	Unit Size
Player-Breaking	----------DO NOT PLAY----------	
Dealer-Biased	Conservative	Bankroll/200 (risky) Bankroll/500 (recommended)
Neutral	Conservative	Bankroll/200 (risky) Bankroll/300 (O.K.) Bankroll/400 (recommended)
Player-Biased	Normal Progression	Bankroll/200

Dealer-Breaking	Normal (dealer breaking series)	Bankroll/100

TABLE SELECTION AND DEPARTURE FOR ACTION PLAYERS

If you're an Action Player (high rollers, junket players, recreational gamblers - all who want to put in as much playing time as possible as opposed to scouting for player biased and dealer breaking tables), you will use TARGET to select and depart blackjack tables a little differently than serious players.

You strategy in selecting a table is to avoid player breaking tables. You accomplish this objective by using your TARGET factors.

A player breaking table has the following characteristics:

- Single unit average bet sizes.
- Few chips in front of the players (excessive markers and buy-ins).
- Down tone disposition - unhappy, quiet players.
- Integrity is characterized by an excessive number of dealer up-cards being dealt as face cards or Aces and the players hands seem to follow the pattern of big card, small card, big card.

So your selection criteria boils down to what tables to avoid as opposed to what tables to play.

You would play at any table as long as it did not exhibit the characteristics noted above.

Now if you have selected a table that begins to deteriorate to a player-breaking table, get away fast. Your money management stop losses will get you out; remember, the Integrity always takes priority. Five or six hands of face cards or Aces showing as the up-card, dealer-standing hands, and the majority of the players breaking would condemn the table from further consideration.

Detecting and Exploiting Biases as They Occur (Action Players)

After you have selected a table, your objective is to select and exploit biases as they occur - you will grade and regrade the table and bet accordingly.

Detecting player biases is relatively simple. You use the TARGET factors: Players' average bet size, winning players, Integrity, stability, player disposition, etc., the same as you would in table selection. If more

than half of the players are betting multiple units and are winning, if the game has strong Integrity and is stable, you are in a player biased game. Bet accordingly with your Normal Progression.

If the game gets better, stays stable, two-thirds or more of the players are winning, and the dealer is breaking about half the time (4 of 8 hands or more), you are playing at a dealer breaking table. Regrade the table, recompute your unit size and win some money.

Be sure to downgrade if the bias disappears, recompute your unit size and bet with the Conservative Progression.

If the game is not 100 percent stable (if new players have entered the game or old ones departed), reconfirm the bias at the beginning of each shoe, i.e., restart your progression and reassess Integrity.

TARGET TIPS

This section contains several practical tips for enhancing the value of your TARGET tables selected. Follow them carefully and your profitable table selection rate and your profit per table will increase.

Times to Play/Times Not to Play

In a shoe game, never play during the first two hours after the cards are changed. The initial shuffle (called the wash) usually produces definite dealer biased tables.

Play during peak hours when there are more tables to choose from. But do not play at those crowded hours when it is difficult to get a seat, i.e., Saturday night.

Upgrading Table Minimums/Downgrading Table Maximums

Pit bosses know when tables are dumping money to the players. In Atlantic City, table minimums are sometimes changed by two steps instead of one to try to discourage players from remaining at the dumping table, i.e., from a $5 to a $25 game instead of $5 to $10.

Conversely, a smart pit boss may reduce the table maximum to try to minimize losses at a dumping table. Hand lettered or scotch-taped signs showing a lower table maximum are clues to the TARGET player that a strong bias may exist at this table.

Sunday Players

Sunday players who are approaching a departure time for returning home are more aggressive bettors. Take this into account in evaluating average bet size on a Sunday afternoon or evening.

Pink Chips

Pink ($2.50) chips in Atlantic City can provide valuable Ace distribution data about the shoe. These chips are usually used to pay off a blackjack. So if they're evenly distributed among the players, the blackjacks are evenly distributed and you have a better chance of getting one.

Card Colors/New Cards

In Atlantic City in grading a table, you would like to know how long the cards have been in play. Some tables remain open for quite some time after new cards are spread out on the table. New cards are not marked and are shuffled until someone sits down to play.

Colors of the cards are alternated from table to table and colors are changed when cards are changed. Therefore, two side-by-side tables with the same color cards will yield information about when the cards were changed, i.e.,

Red Cards	Blue Cards	Blue Cards	Blue Cards

Cards have not been changed yet.

Foreign Gamblers

Certain foreigners love to gamble and many bet hugh sums at the blackjack table. A multiple-unit average bet-size does not necessarily mean that the player is winning. Nor do big stacks of chips in front of the player indicate winnings - their buy-ins are usually high.

Dumping Tables

Many pit bosses know where the dumping tables are in their pit. It doesn't hurt to ask especially if you're a woman and the pit boss is a man or vice versa. Tell the pit boss that you're losing and you're trying to get even before going home. Many will welcome the additional action especially from a loser who may be chasing his bets.

How to Get a Seat at a Full Table

If you approach a full table, grade it as player-biased or dealer-breaking, and one or more players is playing two spots, you would like to take over one of those spots. You have four choices.

1. You can ask nicely. Many players will let you right in especially if you're outgoing and friendly. You could also indicate that you're trying to get even and this looks like a winning table.

2. You could use some intimidation especially if you assess the player holding two spots as "unfriendly". When the spot is open between hands, put your chips or money on the spot and take over. Some of the players will inform you that the spot belongs to them in which case you politely remove your money. Others will quietly let you take over the spot.

3. Flash some C-notes and ask the pit boss. He has the authority to force the other players to give up the second spot.

4. In some casinos you can bet on another player's hand. If you take this approach, be sure to bet the same amount as the other player. Otherwise there may be disputes over who gets the money. Disputes will lead to a pit boss coming over and telling you not to bet on the other player's hand.

TARGET AND BLACKJACK TOURNAMENT PLAY

If you are entering a blackjack tournament, play as an Action Player. Use the progressive betting strategy (see TARGET Money Management) that applies to your table grade.

Try to grade your assigned table about 15 minutes before the end of the prior round. Then you will know whether to "come out strong" (player biased table) or "lay back" and let the other players lose more than you (dealer biased table).

Ask about Jerry Patterson's manual for TARGETing BLACKJACK tournaments- A special strategy for playing tournament blackjack.

If you grade your assigned table about 5-10 minutes before the end of the round, your chip factors won't have any significance because the players always bet wildly near the end in an attempt to catch the leader.

TARGET RECORD KEEPING

Your record-keeping procedure is key to your successful, winning play. It is comprised of two components:

. Casino record keeping.

. Home record keeping.

For your casino record keeping activities use a small pocket-sized notebook. Document each casino and table that you play. Record your selection factors, the session duration, your win or loss and your reason for departure. Record any comments that you have about each table you select. You should indicate your table grade and, if you count the breaks, record this number as well.

When you get home, transfer this information to your permanent record form. Use one of the forms at the back of this manual for each of your casino sessions. This may take you a little time but it will be well worth it in the long run. We have found that the most successful TARGET players keep complete and detailed records. Make some copies of the spare form enclosed with this manual.

If you have a problem, your records usually contain the reason for it. The two problems to watch out for are, (1) selecting too many tables and,

(2) staying too long at a particular table. Your records will help you avoid these and other problems.

TARGET PLAY VARIATIONS

The only variations from blackjack's basic strategy that a TARGET player will consider are standing decisions instead of hitting when playing at a strong (dealer-breaking more than 50 percent) dealer breaking table. In general, you should stand on all 14s, 15s, and 16s. This is not a hard and fast rule, however. With good Integrity and a heavy minus count, I would expect a low card and may hit these hands. Sometimes, long high minus counts indicate clumped tens and, if this is the case, I would never hit a breaking hand (remember these comments only apply to dealer- breaking tables).

HOW TO USE TARGET IN SINGLE-DECK GAMES

In general, biases in single-deck games do not last as long as biases in the shoe game but they occur more frequently. In grading a handheld game, you must give more significance to the most current data on the table - the average bet size factor. This will tell you whether or not a bias is in the making. You look for tables where over half the players are betting in multiple units. Other important factors in detecting biases in handheld games are:

- If a pit person is watching the table, this is significant.
- Players disposition and player/dealer feedback are important.
- Winning players are still a significant factor. You look for situations in which more than half the players are winning.

If you look for stable handheld games, you will not have any problem in winning. Choose the casinos where the single-deck games are popular. The public loves these games. Don't be afraid to play at a full table. This is the most stable game of all. Avoid those tables with heavy turnover. They don't provide you with the stability you require.

I once played a full single-deck game at the Circus Circus for more than an hour. Everybody was winning and nobody moved. I won over $1,600 betting from $25-$100. The dealer kept waiting for the Pit Boss to bring over fresh cards (they change cards frequently in single-deck games). Finally, he did and wouldn't you know it, the new deck produced an immediate player bias and we all kept winning.

Use the flat-betting strategy for handheld games. This is the most effective even if you're an Action Player.

Action Players who sit at neutral or dealer biased tables waiting for a player bias to occur should use the appropriate progressive betting method

described earlier. Action players will enjoy single-deck games because of the high frequency of player biases that occur.

Trending Tables (Single-Deck)

In an intensive study of the single-deck game in the Nevada Casinos, it was found that table trends are predictible. A table may be trending towards the player's side with alternating player bias, neutral, player bias, neutral, etc. This same trending effect could work in favor of the dealer.

The Integrity factor is key to predicting whether a table is trending in favor of the player or in favor of the dealer. When Integrity is strong, betting and playing to the count works very very well. The reason players lose hands on high counts is a lack of Integrity, i.e., count = +15, dealer shows 6, turns ovesr 10, and hits with 4.

Method of Play (Single-Deck)

There are three general methods for playing the single-deck game:

1. Hit and Run
2. Action
3. Investment

Hit and Run is detecting and exploiting short term biases and is well covered elsewhere in this Manual. The Action method has also been covered elsewhere.

Let us then discuss the Investment Method (also referred to as TARGET - Method 2).

Table Selection: Any including head-to-head.

Unit Size

Define an entry unit as bankroll divided by 500.

Define a prime unit as bankroll divided by 100.

Betting

Bet entry units until you confirm Integrity; then bet prime: When Integrity deteriorates, revert to betting entry units or depart.

Spread

Bet 2 units after a shuffle. Bet 4 units if win, one unit if loss or flat bet 2-4 units.

If betting with the count, bet the count in units; e.g. count equals 4, bet 4 prime units. Never bet the count unless betting prime units.

Stop Loss (Table Departure)

6 entry units.
3 prime units.

Win Lock

After you have won 9 prime units, lock up 3 and play with the rest. If you lose those 6 units, leave the table.

TARGET UPDATES

Casino conditions change and these changes oftentimes result in different shuffles and minor alterations to existing shuffles. It is a fact that some shuffles produce more player biases than others. Therefore, some casinos warrent much more of your playing time than others. Some casinos are not even worth your time - they just do not produce enough biases.

You need updated information about casino conditions and you can get it on my BLACKJACK HOTLINE. The price is $100 per year.

Here is an example of the kind of information you will get on the BLACK-JACK HOTLINE:

1. (10). PRIME TIME: 2:30 P.M. and 4:30 P.M. BALANCE IS THE KEY OVERALL FACTOR. ON THE THIRD CASINO LEVEL, WATCH FOR THREE-AND-FOUR PLAYER GAMES, BALANCE AND ACE CLUMPING.

2. (8). PRIME TIME: AFTER 1 A.M. WHEN THERE IS A LOT OF ACTION; OTHERWISE, LOOK BETWEEN 8:30 P.M. AND 10:30 P.M. MANY DEALER-BREAKING TABLES SEEM TO HAVE ONE OR MORE PLAYERS WHO ARE NOT TAKING AS MANY HITS AS THEY SHOULD.

3. (8) PRIME TIME: 8:30 P.M. and 11:30 P.M. A CHOPPY, ERRATIC GAME. THE WASH AND SHUFFLE DISTRIBUTES THE ACES EVENLY. MOST GAMES ARE CHARACTERIZED BY NUMEROUS BLACKJACKS, INCLUDING DEALER BLACKJACKS. THE GAME THAT HAS BALANCE AND CLUMPED ACES IS THE BUILDING OR DEALER-BREAKING GAME YOU WANT TO PLAY. LOOK FOR DEALERS THAT MAKE BIG PICS (ONE-HALF DECK OR MORE) WHILE SHUFFLING.

4. (8). REVISED WASH AS OF 7/29/84 IS PRODUCING MORE FAVORABLE GAMES. PRIME TIME: 9:30 P.M. ON THROUGH ABOUT 11:30 P.M. THIS CASINO NEEDS A LOT OF ACTION TO BE PLAYABLE.

These casino reports will cover Atlantic City, Las Vegas and Reno. They will save you hours of wasted walking time anad allow you to focus your energies and scouting where you will get the most bang for the buck.

To order the BLACKJACK HOTLINE, call my office with your credit card number or use the order form in this manual.

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TARGET® TABLE SELECTION RECORD

Date

Total Tables Scouted:

Total Tables Selected:

Money Won (Lost):

Session Duration:

Time Played:

CASINO	TABLE NO.	SELECTION FACTORS A1	A2	A3	A4	B1	B2	B3	B4	B5	B6	B7	B8	Play Duration	Money Won (Lost)	Reason Departed
	1															
	2															
	3															
	4															
	5															
	6															
	7															
	8															
	9															
	10															
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	19															
	20															
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TARGET® TABLE SELECTION RECORD

Date

Total Tables Scouted:

Total Tables Selected:

Money Won (Lost):

Session Duration:

Time Played:

CASINO	TABLE NO.	SELECTION FACTORS												Play Duration	Money Won (Lost)	Reason Departed
		A1	A2	A3	A4	B1	B2	B3	B4	B5	B6	B7	B8			
	1															
	2															
	3															
	4															
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TARGET - 1986 UPDATE

A Supplement To The TARGET Manual

The Audio Tapes that come with your course contain the complete description of the TARGET Methodology. Although they were taped about a year ago as I write this in early 1986, there is nothing in them that is out-of-date. However, are two forces at work which prompt me to document this 1986 Update. One is the continuing research performed by Eddie Olsen and myself. The other is the invaluable feedback we get from our TARGET players. There are currently about 500 active TARGET players and another 1000 or so that play recreationally. We learn much from these players and I would like to share some of this feedback with you in this paper.

By the way if you are wondering if too many TARGET players could engender casino countermeasures that would make the TARGET Methodology ineffective, it has not happened to any great extent and I don't believe it will. The only countermeasure against TARGET is the introduction of new cards into the game and this is difficult and time consuming to do in the shoe game. It does happen from time to time in the single deck games in Las Vegas, e.g. the Circus-Circus, but, it doesn't take that long for a player bias to develop in the single deck game so we don't worry about it.

Still, to protect you and all the other TARGET players, we have limited our marketing of the TARGET Methodology. We currently have no active marketing program. The only blackjack players who come into contact with TARGET are those who read one of my books on the game and contact us. And this is a very small number compared to those who buy the book. So enjoy TARGET and make a ton of money. And be sure to let us hear from you. Remember the price you paid includes both telephone consultation and a casino session. We encourage you to take advantage of this service.

Now, onto the update. By the way this update is referenced on the end of Side 9 in your audio tapes. I had about five minutes of empty space on that tape so I stuck in a short overview. Just in case you listened to the tapes before reading this supplementary material. The update is divided into the following sections:

TARGET Hotline and TARGET Follow-up Service

More On Styles Of Play

A Special Message For Experienced Card Counters

Money Management Nuances

Let me comment on this last topic, the TARGET Hotline, first. Your package includes 30 free days of the use of this hotline. If you don't happen to visit a casino for this 30 day period, that's o.K. Just call us before your first trip and we will give you the best casinos to play. But we plan to introduce a computerized hotline later this year. Instead of charging our students $100 a year for the hotline service, you will be able to buy an inexpensive computer and modem (for close to that price) which will enable you to call my computer and receive a transmission, via telephone lines, of the hotline data direct to your screen or your printer. This will reduce our workload and allow us more time to travel and, at the same time increase our service to you. In the meantime, until this is set up, you can continue to call us after your hotline service is up by using the local

(609) 772-2721 number. You will hear all the details of this soon. There will be no charge at all for the HotLine/Blackjack Network.

As a user of the TARGET Method, you are entitled to attend Updates that we schedule periodically. We schedule Update Conferences for TARGET Home Study Users and Conventions for TARGET Experience Class graduates. Conferences are 2-3 hour rap sessions in which Eddie or I will bring you up to date on any new developments and give you a chance to ask all your questions. Conventions are usually scheduled for an entire day in Las Vegas. We limit them to our TARGET Experience Class grads to keep the numbers managable (150 attended the one last summer). Your purchase price includes this follow-up support and we encourage you to take advantage of it.

MORE ON STYLES OF PLAY

Action TARGET

There is much more to TARGET than what we now call the Investment Style of play. The Investment Style is scouting for the factors and entering and departing a game depending on these factors. This style is the foundation of your learning program, but for the player who comes in for a weekend and wants more playing time while there, the development of Action Target is the perfect answer to the occasional players need. Investment Style should be your priority for learning and practice but, with some experience, you can expand your playing repertoire and still win.

We have learned much about the Action Style during the past year. We used to limit this style of play to high rollers and/or single deck games. But now many of our recreational players use it as well. The Action Style can be used in highly rated casinos to play in many more games than the Investment Style would get you into - including shoe games. Let's expand this thinking. The casino should offer a forthright shuffle. Little or no stripping. And half deck or larger picks in a shoe game. (Explanations of these terms are on the tapes.) These types of games are usually rated very high on our hotline. You can play these games using the Integrity Factor but do insist on some balance in the game. You don't need the chip factors but it would be nice to see most or all of the players with at least their buy-in amounts in front of them. When you employ this style you must respect your three unit stop loss. Or better yet leave the game on immediate deterioration in Integrity, i.e. losing a double down and then losing the next hand to a dealer pat 20 or to a dealer 4 or 5 card 20 or 21.

Many TARGET players use the Investment Style for a two hour scouting session and then reward themselves with an Action Session. Others play nothing but the Action Style. The above paragraphs will supplement the material on your audio tapes.

Partner Play

We have seen this style become increasingly popular in 1985. This is not only because it increases your performance and your profits, but also because it is an easy way to develop the discipline necessary to beat the casinos on a consistent basis. This style involves scouting with a partner - your spouse, friend, other TARGET player, etc. You can divide the casino up to speed up the scouting process, to home in on the best game as quickly as possible. When you find that game, you can both play off each other's hand or even both sit down at the same table provided you don't do it at exactly the same time. (Wait a few hands to make sure the table can take another

person.) And, if the table becomes choppy or neutral, one of you can leave to scout for a better game while the other stays behind to see if the original game turns back to favor the players (you can stay in choppy or neutral games if you haven't been stopped out - see table style below).

Table TARGET

This is a new style that is not mentioned at all on the tapes. It involves playing blackjack at one table, a commitment to one table. O.K how does this differ from gambling, from walking around and just playing at any old table like you're now doing? First of all you're not going to play at just any table. The game must have some Integrity. Secondly, it must have some stability. You don't want a revolving door with players coming and going. And finally, you have a very definite stop loss. If the table is neutral and it turns player-biased, you leave on a deterioration in Integrity or on your stop loss. You can increase your stop loss for this style of play - from 3 units to no more than 6. I recommend 4 or 5. Six should only be used in exceptional circumstances - such as breaking before the dealer in a dealer-breaking table.

Your objective for the Table TARGET style is to find a table that may develop into a player-biased or dealer-breaking table. We have found that, for certain casinos, you can sit at some tables for hours without getting stopped out - maybe grinding out 1 or 2 units per shoe. Some of these games never develop into the home run tables you're looking for. But, in a highly rated casino, some of these games will keep you in action for hours and, in many cases, generate 2 to 10 units of profit per hour. And some of these games do explode into home run tables. Try to keep the cut card in the same spot in each shoe and that will help keep the game going.

This style of play evolved from much feedback from our players. One of my former instructors, a school teacher, uses it very effectively during his summers off. He plays in Atlantic City four days a week - Friday through Monday. During the summer of '85 he won substantially on 12 of 13 of these long weekends. And we have other recreational TARGET players who only play on weekends. They are players who prefer not to spend their time scouting. They come to play and they don't mind taking the increased risk associated with this style of play.

A SPECIAL MESSAGE FOR EXPERIENCED CARD COUNTERS

Many experienced card counters have difficulty adapting to the TARGET Methodology. This is because TARGET appears to be a radical departure from their traditional style of selecting and departing tables based on the count. But when you get into TARGET it really isn't that much different than what you're now doing.

Perhaps the biggest difference is learning that many tables explode on nuetral to negative counts. I have seen the dealer break on 7 straight hands on a negative shoe and only beat me one hand to the entire shoe! This shoe was worth over $4000 to me whereas, playing traditionally, with no knowledge of TARGET, I might have made a few hundred. We have found that dealer-breaking tables occur most often on neutral to negative shoes. And this is the most difficult change for card counters to make - raising their bet substantially on a negative shoe. You don't have to take my word for this phenomenon although it will cost you a lot of money not to. You could do your own research and document the dealer-breaking tables and their respective counts. Perhaps the first couple that you see will convince you

that I am right.

The other habit that card counters have difficulty in breaking is selecting and departing tables based on the count. I had this same difficulty. Backcounting a table, waiting for a count equal to the number of decks left to play, entering the game, and then increasing my bet as the count increased was my traditional style of play. If the count dropped below a pre-determined level, I left the table. I used to wonder why I lost when the count kept increasing on hand after hand. I now understand that I was playing into a clump of low cards - you will learn in TARGET that like-card clumping is the most devastating dealer bias that you can play into. And the reason that you get killed on many high count shoes.

Other card counters don't like scouting for tables. They prefer to dig in and wait for the high counts to come, get the money (hopefully) and run.

My message to you is to keep an open mind. TARGET WORKS. Eddie Olsen is a Uston Advanced Point Counter. He was using that count when he started to notice that he was losing too often in a high-count. He also noticed he was winning a lot of hands on a very low count at certain times. That is what started him on incredible amounts of table research. The results of that research is what you know as TARGET.

Remember also that all the research that applies to card counting was not performed in casinos, but on computers. The computers don't even shuffle the cards. There is a random number generator inside the computer. In the casino you get nothing even close to a random shuffle. In a computer you do not get clumps of cards repeating themselves with just a few changes. You do get that in a casino. You probably can remember occasions in counting a shoe in the casino where the count remained very similar for two or three shoes. That is the real world of blackjack. That can be very hard to beat without using the TARGET data. With it, everything changes.

We've been using it for nearly five years, and marketing it for almost four. And the money that myself, Eddie Olsen and our collective students have taken off the tables far surpasses anything we ever did with card counting alone.

Put your counting skill aside just temporarily as you learn the TARGET Methodology. Convince yourself that it does work. Then use the count as you do now except for selecting tables. You can even use the count to select tables if you insist as long as Integrity is present. One of my budding professional players in Las Vegas back counts tables and enters on a pre-determined high count. But he insists on good Integrity as well. This particuar player is working off a very small starting bankroll but he still grinds out a living in 2 to 3 hours of daily play with the left over plowed back into the bankroll.

Use the Investment Style for your learning period and then adopt whatever style of play you're comfortable with. Make the TARGET Methodology your Methodology. Once you're winning with the Method, you will feel that it is yours.

MONEY MANAGEMENT NUANCES

TARGET comes with three money management strategies: Flat Betting; Progession Betting and Betting with the Count. Each of thse strategies plays a key role in the TARGET Process and, properly utilized, will optimize all

your employment of the process. But you start with basics - when you enter a game you should always start with flat betting. Flat betting to an objective win is "bread and butter" and you will probably use this strategy 75% of the time. If you are a counter, you can bet with the count if it is correlated with Integrity. If you are an aggressive bettor, you will use the progression when you find yourself in a home run table. But it all starts with flat betting and I encourage you to learn and understand the very simple 3 unit objective win and 3 unit stop loss procedure detailed in your manual.

Let me explain a couple of nuances about the flat betting method that are not covered in the manual.

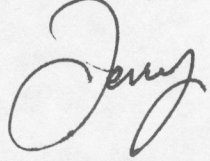
(1) Do not hesitate to be in two colors when your 25% bet increase calls for it, i.e. betting $10, win 3 bets, bet $12 or $13 - 2 reds and 2 or 3 whites. Some dealers will try to discourage you by coloring up because it is more work for them but you should ignore them and proceed with the two color betting. The reason is table win rate. If you work out the arithmetic you'll find that you will be getting away from many more winning tables especially in the second and third betting levels by strictly adhering to the 25% bet increase.

(2) The second point about flat betting concerns your bookkeeping procedure with the two chip stacks - page 15 in your manual. There is one axiom about this procedure that I would like to stress: never, never remove a chip from your win stack. Once a chip goes in there, it stays. What this means is that when your loss stack equals three chips, you will sometimes be leaving the table on less than a 3 unit loss. This is exactly what we want! When you put a chip in the win stack, there are no chips in the loss stack. So if you lose three hands now, you should be leaving the table anyway before they grind you out of another unit. You will find that this one simple axiom will tremendously enhance both your table win percentage and your profit per table. Here are the three possible combinations:

win stack	loss stack	units lost	decision
1 chip	3 chips	2	leave
2 chips	3 chips	1	leave
0 chips	3 chips	3	leave

In closing out this 1986 Update, there is one important nuance I would like to describe about the Progression Betting Method. I am referring to the betting progression on page 21 of your manual: 1,2,3,5,7,9,11. This progression should be restricted to home run tables - tables where the dealer is breaking 40% or more, tables where there is good balance with most or all of the players winning. Now this progression involves increasing your bet on a win. Here is the change for this bet increase ploy: only increase your bet on a certain type of win - a win where the dealer breaks or a win in which half of the players win also. This is more conservative approach and will help you avoid increasing too rapidly and then losing a substantial portion of your profits on a double down or pair split loss.

One final admonition: remember to document every table you play (right after you depart) and remember to transfer this casino documentation to a permanent record at home (a 3-ring binder notebook or a ledger). This good habit will pay for itself many times over. This is a fact and it is substantiated by all of our successful students. So there you have it. Now go get the money!



TARGET 1988 Update

by Jerry Patterson (c) copyright 1988

We have been marketing the TARGET Course for over seven years and it hasn't changed all that much. The basic theory remains intact. In reviewing some of our early manuals, I notice that we started with seven factors including the count. Now there are 14 and the count is no longer a factor. The Money Management Method of flat betting - playing level bets until you win three and then increasing by 25% - was added in 1983. The two superfactors - balance and shuffle - were added in 1985.

The idea of biased tables resulting from non-random shuffles is becoming the acceptable norm for playing blackjack and more and more research supports this notion. TARGET is a viable, winning method and works for all styles of play if implemented with the proper approach to discipline.

There has been one major enhancement to the method that pertains to the Integrity Factor. A three-year research and development project culminated in 1986 with a numerical method for measuring the Integrity. The method - called BIAS Barometer - was developed by a long time blackjack player and former mid-west franchise holder. I marketed this method as a home study course for one and one-half years before developing my own version of it in early 1988.

Let me put it to you very clearly. You do not need BIAS Barometer to win. Your TARGET Method is a viable winning method. But, after mastering TARGET, if you would like to enhance your game and increase your profits, please feel free to inquire about this method.

This 1988 Update Report covers four major topics: (1) The Reverse Confirmation Factor; (2) Flat Betting Update; (3) Casino Sweep Procedure; (4) Casino Warmup. Each of these topics is discussed, in detail, below.

Reverse Confirmation Factor

This factor is simply players trying their utmost to keep you out of a game. They will spread out to take up more space and even ask you not to play. They may lie to you and tell the game is no good as you watch the dealer break and the players collect their chips.

The preferred method for going into this kind of game is to play off someone else's hand. The players want to keep you out for a reason and that is that they are enjoying a very strong card flow bias and they don't want you or anyone else disrupting it. If you play off another player's hand you will not disrupt it. "May I bet with you on your hand" is what you say in answer to their resistance to your coming in. Rarely have I been refuse when taking this approach. They only times I recall refusal is on their misunderstanding my request. They are playing multiple hands and think I am trying to take one away from them.

So just make sure they understand what it is that you are going to do.

You either bet the same amount they bet or one chip. This is, of course, to make the bookkeeping easy. "I'll bet the same amount as you", you can say. Or ... "I'll just add a chip to your stack." If they refuse to let you in and there is an open seat, take it and don't let them intimidate you into not playing!

A lot of my TARGET players are real nice people and will wait, upon the players' request, for the shoe to end before entering the game. You are not there to accomodate your game to the players at this biased table. If they don't let you play on one of their hands, jump into the game by all means! So what if they talk about you under their breath or so what if they call you impolite.

I'll never forget the table I walked up to with two ladies just killing the dealer. In a $50 game they each had at least $2000 in front of them. With just 10 cards in the discard tray they asked me to wait until the next shoe. I offered to play off one of their hands and they refused - both of them. I immediately came into the game. They were angry and both withdrew! Tremendous! I played two spots and caught all their good cards. I emptied the entire chip tray in that shoe winning close to $10,000. The two ladies stayed around to watch the fun which made the win all the sweeter. At one point I even offered to let them play off my hand but they refused. How wrong can you be!?

Flat Betting Update (courtesy of TARGET player H.P.)

Here is an easy way to increase your table win statistic in casinos with short-term biases or in casinos where you are noticing short-term biases occuring right now. Let's assume you are betting with $10 units. Your goal is win three of these $10 units (for a discussion of the TARGET Flat Betting Method see the TARGET Manual).

When you win the three units, you are instructed to increase you flat bet by 25% or up to $12 in this case. The problem occurs with a short-term bias; you win 3 $10 units and lose 3 $12 units for a table loss of $6. Here is the change: instead of increasing your bet by 25%, from $10 to $12, decrease it by 50% to $5. You must get through this second level before you increase. If you don't get through the second betting level, you still leave the table a winner by $15. And these small amounts add up over a number of sessions and a number of trips. After this second level, you go up in units of five as you win three bets. So the sequence is:

10 10 10

5 5 5

15 15 15

20 20 20

25 25 25

30 30 30

Casino Sweep

The purpose of the Casino Sweep is to take a "quick look" at the table conditions in the entire casino prior to moving into a closer scrutiny of the tables with normal TARGET scouting procedures. I have been instructing this procedure in the TARGET Casino Sessions for the past year and it is also worth a review here.

The quick look answers two questions: (1) Is this casino worth my time to scout right now?; and (2) Are there any home run tables or potential home run tables?

I have seen too many TARGET players, upon entering a casino, move into the first TARGET table they see with no regard to what's in the rest of the casino. There could be an exploding home table in the next pit and they have no knowledge of it because they haven't expended the effort to look over the entire casino. The Casino Sweep responds to this need.

You perform the sweep by sauntering down each and every pit looking at each and every table. You are looking at only the chip factors and you are not stopping to watch any hands. You are looking at Players' Chips, Bet Size, Tokes, Chip Tray in one glance over the table. If you are not tall like me, walk close to the table and peak in and amongst the players. But don't stop to watch any hands; this defeats the purpose of the drill - a quick look.

If you see a table worth scouting, make a mental note of where it is and come back later, after finishing the sweep, and take a closer look. The Sweep should not take more than 10 minutes in the larger casinos (Atlantic City Size) and just a few minutes for the smaller size casinos found in Las Vegas.

The only reason you would ever terminate the Sweep before finishing the casino is if you see an exploding table with all the "Christmas Tree Lights" turned on. Then you have to move in and get the money.

The Sweep is always done upon casino entry. It is usually done after table departure. If you're in a table for a shoe or two, 15 minutes or longer, conditions change and you would want to do another sweep before going back into a scouting mode.

This procedure should be implemented as part of your Standard Operating Routine. It will save you countless hours of scouting time and get you into many more home run tables.

Casino Warmup Drill

This drill should be done to start your first session of each day's play. The purpose is to get your head into looking at specific data and not just picking up general pictures. You choose any table with four or more players.

You want to determine how many winners and how many losers - the basic TARGET Scouting routine but you would be surprised how many players sluff over this ex-

tremely important data. You are looking at chips in front of each player and estimating buy-ins and the total dollar value of the chips. You subtract the buy-in amount from the total chips value and make a mental note as to whether or not this player is a winner.

The trick here is to get as specific as possible. Learn to judge the value of various sized piles of chips. Actually perform the subtraction instead of just doing a quick estimate. You will be surprised at how this simple drill will improve your table win rate.

Make sure you do the routine for each player at the table. And at the end of the drill tell yourself how many winners and losers there are. Because, after all, this is what TARGET is all about. You start with the premise of a winning table. The other factors are evaluated after this premise has been met.

Be sure to review the buy-in data in your TARGET manual and on the audio tapes.

Conclusion

I plan to publish another TARGET Update in 1989. This one will be called a "Player's Update." If you have any little tricks you're using or enhancements to the method that work for you, please send them to my so that I may share them with the other TARGET players. In return you will get the benefit of all the shared enhancements.